

STAR WARS

ROLEPLAYING GAME

STAR SECOND STRIKE WARS

THE GAME BEGINS
IN
2004

SECOND STRIKE SOURCEBOOK
FANWORKS PREVIEW EDITION

RAYZUR'S EDGE AUDIO WITH THE MANITOBA STAR WARS GUILD

EDITOR, WRITER, COVER, DESIGN
NATHAN P. BUTLER

D6 PRODUCTION TEAM
ALAN KLASSEN, REINHART
KREMPLER, JAMES ROBERTSON,
KENDRA GIBSON, SEAN HIGGINS

DIRECTOR OF RPG R&D
ALAN KLASSEN

INTERIOR ARTWORK
CRAIG MOORE

ORIGINAL SOURCEBOOK CONCEPT
ALAN KLASSEN, NATHAN P.
BUTLER

ORIGINAL AUDIO DRAMA SOURCES
NATHAN P. BUTLER

A PRODUCTION OF
RAYZUR'S EDGE AUDIO AND THE
MANITOBA STAR WARS GUILD



This sourcebook is a non-profit fan-made document produced for the enjoyment of fellow *Star Wars* fans. All rights to *Star Wars* and any other copyrighted materials herein are reserved to their original creators. No infringing claim is intended. That being said, this sourcebook document is © 2004 Nathan P. Butler. Reproduction of this document for gaming purposes is encouraged, but the sale or uncredited reproduction of this document is prohibited without the express permission of Nathan P. Butler.

BASED ON
STAR WARS: SECOND STRIKE
AND
STAR WARS: ANTHOLOGY
FOUND ONLINE ONLY AT
WWW.STARWARSFANWORKS.COM

Rayzur's
Edge
Audio

Thanks to Christopher Hanel, Kristoffer Newsom, Pete Sutton, Ian Bowie, Kate Chappell, Michael Haspil, Amy Ferrell, Kate Singleton, Clay Kronke, and the rest of the *Second Strike* cast and crew, Lou Tambone of *StarWarz.com*, and all of the participants in the *Anthology* spin-off series. Thanks also from the entire creative team to George Lucas for creating the *Star Wars* playground and letting us, the fans, roam within it.

INTRODUCTION TO THE *SECOND STRIKE* SOURCEBOOK PREVIEW

"Goodnight, Adric-tai."
--Klo'pa'deen

As the creator of *Star Wars: Second Strike* and its sister series, *Star Wars: Anthology*, I have been both amazed and gratified to see the overwhelmingly positive response that the projects have received from *Star Wars* fans, longtime listeners of other fan audio programs, and especially the cast and crew, who I can only hope feel that Chris and I did the project justice and made their work worthwhile.

Earlier this year, I was approached by Alan Klassen of the Manitoba *Star Wars* Guild about the possibility of making some of the characters and situations of *Second Strike* into playable roleplaying game elements. Having been a longtime fan of the West End Games RPG and a promotions reviewer for Wizards of the Coast's new RPG, I was quite happily surprised by the offer.

What follows is an exclusive special preview of the *Second Strike Sourcebook*, available only at *Star Wars Fanworks: The Home of Star Wars Fan Audio*. The final file should be released in 2004, once Alan and his great team of developers can complete an amazingly large array of gaming statistics for both the WEG d6 game system, and the WotC d20 system.

In the meantime, I hope you will find this glimpse into the sourcebook and its d6 materials enlightening, entertaining, and play-worthy. Each chapter is abridged to include one or two examples of each section. The full document will run between forty and sixty pages in length.

Enjoy.

Nathan P. Butler
Creator, *Second Strike*
Fairburn, Georgia, USA
2003

CHAPTER ONE: GAMEMASTERING A *SECOND STRIKE* ADVENTURE

The concept behind *Star Wars: Second Strike* is a perspective on the *Star Wars* saga that has only been explored in very small doses in the Expanded Universe. The military takes center stage in the *X-wing* novels and Dark Horse comic series, while the darker aspects of warfare play a crucial role in *The New Jedi Order* and Clone Wars era stories like *Shatterpoint*. That concept can be best summed up in the words of Jaren Valkan: "This is real war here, not some damned space opera." Real war, at least according to Jaren, is about "dirt, grime, [and] blood." It is this notion of the *Star Wars* saga as a "gritty war drama" that forms the backbone of the *Second Strike* experience.

While it is not necessary for your own stories to follow a similar concept in order to use the materials in this sourcebook, characters and settings alone cannot capture the spirit of *Second Strike* on their own. Therefore, a brief series of suggestions are perhaps in order for those truly wishing to recreate the creative concept behind the groundbreaking fan audio drama.

THE *SECOND STRIKE* CHARACTER FLAW SYSTEM

Heroes in *Second Strike* are not clean, wholesome, pristine characters. They all bring their own flaws to the table. In order to bring this sense of "less than perfect heroes" to the gaming experience, a system similar to the classic "merits and flaws" character creation feature from White Wolf's Storyteller system has been generated for the creation of *Second Strike* campaign characters. Don't worry, though. It's not all bad news.

Below, you will find a listing of several character flaws that a player may take. These flaws act as a sort of compass for the character's actions. For a character like Dehrahn, for instance, who is known to be

willing to trade almost anything in order to save his own life, the flaw of Extreme Self-Preservation would apply. When playing in any situation where the character would face circumstances that the Gamemaster determines would cause the character flaw to influence a character's actions, the character must make an unopposed willpower saving throw of challenging difficulty in order to act against the natural compulsion of their character flaw.

For example, if Dehrahn had desired to stand firm in the face of Jaren Valkan's blaster in *Second Strike: Ascension*, he would have had to have successfully rolled greater than the Gamemaster's challenging difficulty number in order to resist his compulsion to give up the planet to Jaren in order to save his own life.

However, there is a good side to all of this. For every one of these character flaws taken, including a *mandatory* first flaw, the character receives one bonus feat that relates to the character's profession (in other words, a slicer like Lolat would gain a feat related to his slicing or Special Ops work). Whether a particular feat can be applied is up to the Gamemaster for final approval.

The following flaws have been created from the personalities of specific *Second Strike* characters. The Gamemaster should not feel constrained by these flaws alone. Instead, the Gamemaster should feel free to create new character flaws on his or her own, for the benefit of the gaming experience.

EXTREME SELF-PRESERVATION

Your character is motivated primarily by self-interest. In any situation where your personal livelihood, health, or life is at stake, even when in opposition to the lives of those closest to you, you are compelled to protect yourself and your personal interests first, at the expense of anything and everything else if necessary.

[Further gamemaster info coming in 2004.]

CHAPTER TWO: KEY CHARACTERS

The *Second Strike* saga is meant to blend seamlessly into the overall *Star Wars* saga. However, the cast of characters for the audio drama and its sister series, *Anthology*, have been almost entirely original. What follows is a detailed series of profiles and gaming statistics for the major and secondary characters of *Second Strike*.

For those interested in the rank structure used here: the Rayzurs, except for Jivs, are part of the New Republic Navy; Jivs' rank adheres to the flying officer ranks; and the New Republic Intelligence officers here utilize the New Republic Army rank structure.

(Characters from Ferri'sol can be found in Chapter 3. Characters from *Anthology* can be found in Appendix I.)

Klo'pa'deen (Lt. Commander) New Republic Special Operations, Valkan's Rayzurs

The Rayzur known as "Klope," more properly referred to by his full name "Klo'pa'deen," hails from the planet Jirax Ika.

Born seventy-three years before the assault on Ferri'sol, Klo'pa'deen spent much of his life in the Republic era as an artist. In this respect, he was a "Jiraxikan of all trades," learning arts such as the Jiraxikan martial art of *Shidyo*, numerous musical instruments (including his first love, the eight-string *lyris*), and various other creative pursuits. His last painting, *Third Moon Alone*, hangs in the Jiraxikan Fine Arts Museum on Jirax Ika.

During the years of the Clone Wars, Klo'pa'deen was a peace advocate, stressing neutrality in the conflict, but was forced to join the struggle on the side of the Republic when the Confederacy of Independent Systems decimated several Jiraxikan provinces for failure to turn over crucial minerals to the desperate Separatist commander, Shalek Got. Not surprisingly, the gentle, wise, and deeply spiritual Klo'pa'deen's first kill was Shalek Got himself.



**Klo'pa'deen (*Second Strike: Descent*)
Sketch by Craig Moore**

The assassination of Got took place at the same time that Republic forces were also attempting to capture or kill the Separatist underling, but Klo'pa'deen got to the man first. The struggle between Klope and Got was intense, but the Jiraxikan won the day, in more ways than one. He was taken into custody for debriefing, but rather than being punished for impeding a Republic operation, he was recruited into the Republic's Special Operations Division.

As the Republic became the Empire, Klope was forced out of his military position, but eventually found a similar posting with the Rebel Alliance, leading him to remain with the organization through the creation of the New Republic, when he was assigned to Jaren Valkan's Special Ops team, the Rayzurs.

As one of the Rayzurs, Klo'pa'deen acted as a spiritual center for the team, often acting as an advisor to Jaren on personal issues.

At the age of seventy-three, Klo'pa'deen took part in his final mission. At that time, word had reached New Republic Intelligence that a biological weapons project begun by the late Emperor Palpatine, known as Project FlashDeath, had been continuing its work on Ferri'sol. The Intel mission to

extract a defector from the project had failed, leaving it up to the Rayzurs to infiltrate Ferri'sol, strike at FlashDeath, and put an end to its threat.

The team, including Intel agent Tathan Aldric, inserted onto Ferri'sol just outside of Pri'gorod. They soon entered Pri'gorod and found themselves confronted with Imperial forces loyal to the sector's warlord, former Imperial Moff Arilus Dehrah. The Rayzurs were barely able to escape the destruction of Nadix Rovas' Pri'gorod resistance cell, but upon reaching the FlashDeath lab, they found it empty. As they made preparations to strike at FlashDeath inside of Dehrah's own citadel, Imperial forces gave chase to the team, killing Shista Ti'lana and Lolat Gastun, while inadvertently leading to the deaths of Lanaz Zluter and Jiv Korus.

The remaining group (Klope, Jaren, and Aldric) were captured by Imperial forces and taken to the citadel cellblock, where they promptly escaped. When Jaren discovered the love of his life, Kristara Eri'lur in terrible condition in one of the cells, the mission became one of assassination or otherwise confrontation with Dehrah.

After knocking out Aldric, the two Rayzurs and Kristara made their way to 74th floor of the citadel, where, just outside of Dehrah's personal office, Klo'pa'deen was killed by an Imperial Guardsman, while defending his commanding officer, Jaren Vulkan.

D6 KLO'PA'DEEN STATISTICS

Klo'pa'deen

(5.5 ASW4, as of *Second Strike*)

Character Type: New Republic Special Operations Officer

DEXTERITY 3D+2

Blasters 6D, blaster artillery 4D, brawling parry 6D, brawling parry: Jiraxikan martial arts 7D+2, dodge 6D, grenades 5D+1, melee combat 6D+1, melee parry 6D+1, missile weapons 3D+2, thrown weapons 6D, vehicle blasters 4D

KNOWLEDGE 3D

Alien species 5D+1, bureaucracy 4D, bureaucracy: New Republic Intelligence 3D+2, cultures 4D, intimidation 5D, languages 4D+1, planetary systems 5D, streetwise 6D, survival 6D, willpower 6D

MECHANICAL 3D+1

Astrogation 4D, beast riding 3D+1, communications 3D+2, (A) jury rigging 4D, repulsorlift operation 4D+2, sensors 5D+1, space transport piloting 4D, space transport gunnery 3D+1

PERCEPTION 4D

Bargain 4D+2, command 5D, con 4D+2, gambling 4D+1, hide 4D+1, persuasion 4D+2, search 6D, sneak 6D

STRENGTH 3D+2

Brawling 6D+1, brawling: Jiraxikan martial arts 7D, climbing 5D, jumping 6D, lifting 4D, stamina 5D+2, swimming 4D+1

TECHNICAL 2D

Armor repair 3D+1, blaster repair 3D+1, computer programming / repair 3D+2, demolition 3D+2, droid programming 3D+2, droid repair 3D+1, first aid 4D+1, repulsorlift repair 3D+2, security 5D+1, space transports repair 3D

Move: 12

Force Points: 1

Character Points: 14

Equipment: Vibroblade (Str+2D), blaster rifle (6D damage)

Special Abilities:

Energy absorption / expulsion: Jiraxikans are able to absorb and redirect or dissipate plasma energy, kinetic and sonic energy through their hands. The Jiraxikan's claim that the practice brings them "closer to art." Each time they absorb energy, there is a certain amount of pain they must endure. They use their willpower stat to resist the effects, but if they fail, they must make a stamina check to avoid passing out and losing all of their stored energy. If they succeed in staying conscious, they are still -1D to skills and checks for 2D rounds. This effect is cumulative. (See Figures 2.1 and 2.2.)

Water Retention: Jiraxikans are able to retain vast amounts of water (or other liquids) in their chest cavities. They resist effects of alcohol at two difficulty levels lower than normal.

Leap: Jiraxikans can leap great distances. At character creation, a player adds +1D to every dice they place in their jump skill. Jumps 1 meter for every pip of success. Can also use jump as an offensive weapon, gaining +1D of damage per full meter leaped.

Senese Vibrations: Characters that spend three rounds concentrating without interruption receive +1D to perception checks involving vibrations.

Resist Pain: Jiraxikans receive +2 to all checks when resisting the effects of pain.

Figure 2.1

**Jiraxikan Energy Absorption / Expulsion
Difficulty Levels by Scale**

Scale	Difficulty	Difficulty to Resist Pain
Character	Easy	Very Easy
Speeder	Moderate	Easy
Walker	Difficult	Moderate

Figure 2.2

**Jiraxikan Energy Absorption / Expulsion
Difficulty Modifiers by Energy Type**

Energy Type	Difficulty	Difficulty to Resist Pain
Ambient (sunlight)	No Modifier	+1 Difficulty Level
Plasma, Blasters	+1 Difficulty Level	+2 Difficulty Levels
Radiation, Kinetic	+2 Difficulty Levels	+3 Difficulty Levels
Force Lightning	+3 Difficulty Levels	+4 Difficulty Levels

SECONDARY CHARACTERS

Secondary characters from Ferri'sol are listed below as "Allies and Antagonists" for that planet. However, there are several secondary characters that did not appear on Ferri'sol. Those are covered here.

COL HARRIMAN BRAUNT

Colonel Harriman Braunt is a native of Thyferra. While the majority of his family has been content to remain in service to one or another Bacta cartel, Braunt chose to enter Republic (then Imperial, Alliance, and New Republic) Intelligence as a means of serving the galaxy. It isn't that Braunt does not seek a high station in life. The truth is that he has always seen information as the most useful form of power, and Intel work put him in a position to amass large quantities of that valuable "currency." He has been a loyal subordinate of General Airen Cracken for years now, but even Cracken wonders just what Braunt intends to do with the tools and knowledge of his chosen trade when he finally decides to retire from military service.

Braunt was the New Republic Intelligence agent sent by Cracken to brief Jaren Valkan on the mission to Ferri'sol and to introduce Valkan to Intel's expert on Ferri'sol, Major Tathan Aldric.

[Statistics coming in 2004.]

[Further characters coming in 2004.]

CHAPTER THREE: THE WORLDS AND CULTURES OF *SECOND STRIKE*

Second Strike takes place predominantly on the planet Ferri'sol, but the story's characters each have their own histories, which bring other new planets into the picture. This section details the new planets of the *Second Strike* storyline, with emphasis, of course, on Ferri'sol itself and the new cultures and species encountered in the storyline.

FERRI'SOL

Planet Type: Terrestrial
Climate: Temperate
Terrain: Urban, ocean, mountains
Atmosphere: Breathable
Gravity: Standard
Diameter: 11,300 km
Length of Day: 24 standard hours
Length of Year: 355 standard days
Sentient Species: Human
Languages: Basic
Population: 6 billion
Species Mix: 90% Human, 10% Other
Government: Dictatorship
Major Exports: Trade goods, suridium, ocean-based foodstuffs
Major Imports: Trade goods, agricultural goods
System/Star: Ferri'sol/Solerif

Planets	Type	Moons
Angeelsk	Terrestrial	2
Ferri'sol	Terrestrial	1
Jentral	Terrestrial	0
Ord Bendis	Terrestrial	1
Ragesh	Terrestrial	0

[Further information coming in 2004.]

LOCATIONS

Descriptions of several key locations follow.

FARLO'S BREWS AND BREASTS

Farlo's Brews and Breasts is a cantina/brothel located along Central Way in Pri'gorod, owned by Jeb Farlo. While his patrons are mostly human, Farlo takes pride in his wide array of alien male and female dancers, bartenders, and prostitutes, particularly the two Zeltrons who helped give Farlo's its reputation for decadent quality. (An unfortunate incident with a Wookiee prostitute and a Trandoshan client, however, has made Farlo a bit more discerning about how his clients and employees are coupled.) Other features of Farlo's include gambling tables and several outdated slot machines.

[Further locations coming in 2004.]

ALLIES AND ANTAGONISTS

Beyond the character Arilus Dehrah, covered in Chapter 2, the following are various characters that might be encountered during an adventure to Ferri'sol in the period leading up to *Second Strike*.

(Characters who are deceased after the *Second Strike* audio drama have their deaths noted below as well.)

DR. LOM DARUS

Lom Darus was born on Ferri'sol, twenty-five years before the Battle of Yavin. In his youth, Darus was courted through the Imperial science academy system, which hoped to groom a new generation of top scientists to assist in the Empire's ever-growing need for greater technological and biological terror weapons.

The true goal of the program, of course, was not revealed to the idealistic young men who entered the system. Ostensibly, the Empire's goal in funding educations for these brilliant youngsters was to further the cause of science for science's sake, seeking a sort of renewed "golden age" for the galaxy at large.

The brilliant, but rather naïve Darus, took the Empire at its word. After a lifetime of paid schooling, he was beholden to the government that educated him. Darus had been born in the slums of Coruscant, where opportunities to improve one's status in life often required illegal activities or personal

degradation. Owing allegiance to the Empire was not a major ethical dilemma for Dr. Darus, though. Throughout his career, he had never seen his own research utilized for anything other than the furtherance of more research.

Around the time of the Battle of Yavin, Darus was transferred to a secret Imperial research facility in Pri'gorod, the capitol city of Ferri'sol. Darus' specialty over the years had been DNA recombination and the practical use of what he referred to as "tamed" pathogens, particularly viral agents. The project was kept secret from the outside world, even to Imperial Moff Arilus Dehrah, the ruler of Ferri'sol. In fact, the project was not just biological research, but *bioweapons* research. Operating under the name "Project FlashDeath" in what little documentation existed in Imperial Intelligence and R&D databases, the ultimate goal of the research was to create an "ultimate pathogen," which could be used if necessary by Emperor Palpatine, much like the biological weapon that would later be discovered by the Diversity Alliance and stopped by young Jedi Knights from Luke Skywalker's Jedi Praxeum.

Fourteen months after the Battle of Endor, nearly 1.5 years after the death of Palpatine, resupply missions and communications to the planet became more and more scarce. In desperation, believing their funding had been cut, Darus hired a local slicer to assist him in accessing highly encrypted databanks within the facility, hoping to discover what was happening during an apparent communications blackout. The first major wake-up call to Dr. Darus was a single name, repeated over and over again in the records: "FlashDeath."

Further investigation by Darus revealed the true purpose of the project, forcing Darus to face the truth that his research was no longer hypothetical or benevolent, but the tool through which a malevolent government might bring entire civilizations to their knees.

Using a contact within the Pri'gorod Resistance, Darus contacted the New Republic, offering to trade computer files regarding the project and Ferri'sol's defenses, along with his own loyalty, in return for asylum and amnesty from war crimes he had no idea he was helping to commit.

Three weeks later, Darus arranged to be "kidnapped" from the FlashDeath facility by a team from New Republic Intelligence, D-LEG (the Delta Lambda Exfiltration Group), led by Tavis Malif. All went well, until a neighbor of Dr. Darus, who happened to be in the area at the time, noticed the "kidnapping" and alerted Imperial authorities.

Within minutes, Imperials were swarming the area. Every member of D-LEG was killed, except for Captain Kristara Eri'lur. She and Darus escaped on foot, pursued by Dehrah's forces. When finally cornered by Dehrah himself, along with a pair of stormtroopers, Darus, having lost all true hope of escape, chose to die with honor, attempting to strike Dehrah before he could do further harm to an already subdued Kristara.

For his efforts, Darus was killed by a blaster shot to the face at point-blank range. His attempt at saving Eri'lur from Dehrah's tender mercies had been in vain, but his actions in alerting the New Republic to the FlashDeath research helped cause the liberation of Ferri'sol, more than Darus had ever hoped possible.

[Statistics coming in 2004.]

[Further characters coming in 2004.]

OTHER PLANETS

The Ferri'sol system includes several planets, not just Ferri'sol itself. Among them are those found below.

ANGEELSK

Angeelsk is primarily an agricultural world with a few scattered settlements, much like a rainy, grassy version of Tatooine. The world's only true claim to fame is that it was the boyhood home of New Republic General Malchik Raine and the site of Raine's encounter with Jedi Master Prevoda Vatil.

[Further planets coming in 2004.]

OTHER SYSTEMS AND PLANET LOCATIONS

The *Second Strike* story is not limited in its references to just the Ferri'sol System. Other planets and systems are also noted in the tale.

DANUS COLONY

Danus Colony is home to an empathic "offshoot" of the human species known as the Danvians. During the ten years immediately following the Battle of Naboo, the Dark Lord of the Sith, Darth Sidious, set in motion a plan to create a Grand Army of the Republic and incite the Clone Wars. The clone army was created on Kamino, using bounty hunter Jango Fett as a template.

While the physical cloning process was perfected and advanced, a second area of research began. Sidious, acting through his Sith Apprentice, Darth Tyranus, contracted with a cadre of rogue geneticists and neurologists operating on the planet Rolgothi. These scientists began unlawful experimentation on human subjects, with the aim of seeking out the neurological framework that allowed some humans, particularly those who were Force-attuned, to access a sort of telepathy. Experimentation continued, utilizing genetic recombination from the DNA of other telepathic and empathic species, until, finally, a group of thirty successful subjects emerged.

The thirty subjects, who would come to be known as Lot Prime, had been "awakened." These humans (if they could still be called human with their altered genetic structure) emerged with empathic abilities beyond those of normal humans. They could sense the emotions of others and project their own onto those around them. However, the experiment, while successful in this sense, was unable to produce a full-fledged human telepath, rather than human empath.

The ability to create a telepath, Sidious believed, would allow for the creation of an even more powerful clone army, which would not only act as soldiers in the Clone Wars but as a means of policing citizens' very thoughts once the Republic became a dictatorship under Palpatine's rule. Empathic abilities, on the other hand, might

simply degrade the abilities of the clone army by giving them a means of sensing the distress of their victims or the deaths of their fellow clones.

Lot Prime was ordered destroyed.

In a twist of fate that leaves one wondering as to whether the will of the Force was involved, the destruction order was to be carried out on the same day as the suicide bombing of the Rolgothan capitol by Kolita Jessit, an activist in the anti-Republican movement on the world. Sidious ordered a stay of execution, in a sense, intending to test these new, empathic humans as emotional spies on Rolgothi itself, ostensibly as a means of rooting out terrorists during interrogation. If this were successful, these empathes might provide a means of testing loyalty and truthfulness, even if their use as overall "thought police" would be negligible.

Unfortunately, the same experimentation that granted Lot Prime their empathic abilities had made them virtually immune to the memory and command engrams that would later come to be used on Spaarti cylinder clone soldiers. After supposedly being imprinted with mindsets of duty and obedience, Lot Prime was released, amid the search for Jessit's terrorist conspirators.

Find them, they did, but the results were unexpected. Rather than bringing the terrorists to justice, Lot Prime joined them in their struggle against the world's authorities. When the Clone Wars ended and the question of secession was no longer an issue on Rolgothi, the survivors of Lot Prime, seventeen in all, left the planet.

The survivors set up their own colony on the planet Danus, a world of forests and vast rivers, whose dense landscape had made overall colonization impossible. The empathes did not need an entire world, but simply a part of this world to act as their home. Thus, Danus Colony was born. In honor of their first true home, Lot Prime gave up its technical title and took on the name they would hold for the rest of their existence—Danvians.

Nearly two decades later, the destruction of Alderaan resulted in an immense pair of emotional shockwaves, bearing pain and remorse. Danvians in range of these shockwaves were effected profoundly. Some went into shock, some died, and others went mad. In the aftermath, the

leaders of Danvian society, the Pentad, chose to impose a form of self-inflicted exile upon their society, leaving Known Space for the Unknown Regions. Some remained behind, vowing to battle against the Empire in order to prevent further shockwaves of this kind. Those that remained would never see their fleeing Danvian brethren again. Unbeknownst to the Danvian freedom fighters, the rest of their society had found a new home, within a distant region at the fringe of Chiss space.

D6 DANVIAN STATISTICS

Average Danvian (Near Human)

Attributes: Dexterity 2D, Knowledge 2D+2, Mechanical 2D, Perception 3D, Strength 2D, Technical 2D.

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D+1/4D

PERCEPTION 2D+1/5D

STRENGTH 1D+1/4D

TECHNICAL 1D/3D+2

Special Abilities:

Empathy: Danvians are emotionally sensitive, able to receive emotions within 10 meters. This increases for every member present. They receive a -1D penalty to all rolls when in the presence of anyone projecting strong emotions if they fail a moderate willpower check.

Move: 10/12

[Further cultures coming in 2004.]

CHAPTER FOUR: THE STARSHIPS OF *SECOND STRIKE*

While the *Second Strike* adventure setting is mostly an urban warfare scenario, the Rayzurs begin their mission aboard the *Liberation's Scythe* and have contact with several other vessels throughout the tale. This section details the new vessels of the *Second Strike* storyline.

(Starships from *Anthology* can be found in Appendix I.)

***Liberation's Scythe*, New Republic Frigate**

The *Liberation's Scythe* is a New Republic frigate under the command of Captain Kal S'Darcis. The vessel was present at the Battle of Endor, under S'Darcis' command. At the time of the second strike at Project FlashDeath, its mission was to root out piracy and illegal trade in the Reftiyu system.

D6 LIBERATION'S SCYTHER STATISTICS

Liberation's Scythe

Craft: New Republic Medium Frigate

Type: Medium frigate

Scale: Capital

Length: 125 meters

Crew: 115, gunners: 36, skeleton: 15/+10

Crew Skill: Astrogation 4D+1, CS gunnery 5D, CS piloting 4D+2, CS shields 3D+2, sensors 3D+1

Cargo Capacity: 1,800 metric tons

Consumables: 5 months

Cost: 12,500,000 Credits

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D+2

Space: 7

Hull: 4D

Shields: 3D

Sensors:

Passive: 35/2D

Scan: 55/2D

Search: 100/3D

Focus: 6/4D

Weapons:

18 Turbolaser Cannons

Fire Arc: 6 front, 5 right, 5 left, 2 back

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 0.3-1.5/3.5/7.5 km

Damage: 5D

2 Tractor Beams

Fire Arc: 2 front

Crew: 2

Skill: Capital Ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 0.3-1.5/3.5/7.5 km

Damage: 5D

[Further starships coming in 2004.]

CHAPTER FIVE: THE FOUR BATTLES OF FERRI'SOL

Before the New Republic's strikes against Project FlashDeath, the New Republic attempted to take Ferri'sol by force on four separate occasions. This section details these four unsuccessful military actions.

[First and Second Battles of Ferri'sol coming in 2004.]

Third Battle of Ferri'sol

The third attempt to defeat the Ferrisian Imperials came five months after the Battle of Endor, with a full-blown ground assault from New Republic troops sent in heavily-shielded, barely maneuverable dropships. The ground forces were to provide a large distraction for Imperial ground forces, allowing a strike team to reach the planetary defense control center, where they would knock out the defenses and commence as the second invasion plan had indicated.

Lord Dehrah, overly protective of his capitol city, where the defense control center was located, refused to take the bait. The ground forces were eventually driven back, as expected, and the strike team was defeated by the control center's own security regiment.

Fourth Battle of Ferri'sol

Presuming that the Imperials on Ferri'sol would not expect a new assault so soon after the Third Battle of Ferri'sol, the New Republic launched its fourth and final overt assault against the world mere days later.

The new assault, far greater in scale than its predecessors, was carried out by two capitol ships, several squadrons of X-wings and Y-wings, along with "ground pounders" from the New Republic Army. The battle on the shoreline of Ferri'sol was fierce, and the Imperials took heavy losses, but the combined might of Imperial walkers on the ground and recalled Star Destroyers above ended the battle in yet another defeat for the New Republic.

CHAPTER SIX: PROJECT FLASHDEATH

[Classified by Order of Emperor Palpatine
until 2004.]

APPENDIX I: ANTHOLOGY

Second Strike takes place within the confines of the official *Star Wars* continuity, but also expands outward to form a continuous universe with the first five audio drama stories presented in its sister project, *Star Wars: Anthology*, which include: *Doubts Cast*; *Dreamscape*; *The Mob*; *Addiction*; and *Responsibility*. This section details the contents of that series in divisions similar to that of the previous chapters' *Second Strike* coverage.

CHARACTERS

While not part of the *Second Strike* saga in any direct sense, the characters of *Star Wars: Anthology* maintain ties to the overall *Second Strike* universe, including some characters who bear direct blood relation to the personalities of *Second Strike*.

PREVODA VATIL

Jedi Master Prevoda Vatil was promoted to full Jedi Master shortly before the Battle of Naboo. Over the next ten years, he spent a great deal of time partnered with fellow Jedi Master Jor Ti'lana. Jor, formerly one of the most respected Jedi military liaisons, had chosen to decline an invitation to join the Jedi Council's ranks, but remained an active advisor to the Council, making his wisdom and intellect a thing of great admiration for the younger Vatil.

That partnership continued into the era of the Clone Wars, where Jor was killed in action. Vatil found himself on the run from Separatist forces, finally going to ground on the planet Angeelsk in the Ferri'sol System. It was while trying to do what he could to help the citizens of Angeelsk before returning to the war that Vatil saved young Malchik Raine from a group of street thugs led by a man named Zloy. Malchik was thankful, but angry with the Jedi for allowing him to be seen as a Jedi-sympathizer in such difficult times for the Jedi.

Rather than assist Malchik in battling the gang, Vatil imparted upon Malchik the lesson that peacekeeping does not require active force, but can be attained by simply not seeking conflict when it can be avoided.

Vatil later returned to the Clone Wars, where he was killed in battle with the Dark Jedi Asajj Ventress. (Rumors persist that Ventress was alerted to Vatil's trail by notorious bounty hunter Lawg Skrak.) Vatil's lesson, however, lived on in the military philosophy of Malchik Raine, who would later become a General in the New Republic Army and frequent speaker to other military branches.

[Statistics coming in 2004.]

[Further characters coming in 2004.]

PLANETS

The adventures of *Anthology* include references to several new worlds, each of which are covered below, with the exception of Angeelsk (from *Doubts Cast*), which is in the Ferri'sol system and therefore noted in Chapter 3.

DORNAN 12

The planet Dornan Twelve was one of the first worlds liberated by the Alliance of Free Planets after the end of the conflict with the Tofs. With the help of Nagai agents, the Alliance freed the planet from the Empire, which had only a minimal presence on the world.

Approximately five months after the planet's liberation, Imperials attacked a supply mission being carried out by the New Republic in Dornan Twelve's capitol city, Krimman. In the aftermath of a rather lackluster TIE fighter attack, a Kolemegnazone seizure struck X-wing pilot Major Channus Brightstormer. Brightstormer's X-wing crashed into the X-wing of his wingman, Kristov Walker, sending the man to crash into a residential area, just before Brightstormer's own X-wing collided with a stately government tower, to which Brightstormer and Walker had just assisted in the move of a brand new school.

An inquiry convened shortly after the tragedy, led by primary investigator Colonel Darran Boggs, found that Brightstormer alone was responsible for the tragedy, absolving the New Republic of direct accountability, both politically and financially.

[Further planets coming in 2004.]

STARSHIPS

The *Anthology* adventures dealt with in this sourcebook do not particularly feature many specific vehicles. However, one particular vessel from *Responsibility* should be noted.

GOLDEN PATH

The *Golden Path* is a stock YT-1300 freighter owned by Kal S'Darcis in his youth. At the age of nineteen, Kal purchased the ship from a retiring pilot, using the ship to start his own one-man smuggling business. Even after joining the Rebellion and later gaining command of the New Republic vessel *Liberation's Scythe*, Kal still kept the old ship, though by that time he had it berthed indefinitely at a family estate on Eriadu.

[Statistics coming in 2004.]

APPENDIX II: CHRONOLOGY

Second Strike and the *Anthology* tales noted in Appendix I are meant to blend into the official *Star Wars* continuity. However, the stories do not all take place within the confines of the same brief time frame. Instead, the stories take place in multiple periods, which might make creating adventures to parallel these events difficult without a chronological context for the major events in the storylines. This appendix addresses that issue, using the 10-month standard year as originally developed by West End Games. (For details, see *The Star Wars Timeline Gold* at www.starwarz.com/timeline.)

CHRONOLOGY OF EVENTS

- 41 Kal S'Darcis is born on Eriadu
- 40 ***Star Wars: Dreamscape***
- 32 ***Star Wars: The Phantom Menace*** (Battle of Naboo); Jaren Valkan is born on Eriadu; illegal research into genetically altering humans to awaken empathic abilities begins on Rolgothi at the direction of the Dark Lords of the Sith
- 30 Tathan Aldric is born on Coruscant
- 27 Kristara Eri'lur is born on Chandrila
- 22 ***Star Wars: Attack of the Clones*** (Battle of Geonosis); Kal S'Darcis begins his smuggling career
- 21 ***Star Wars: Responsibility***; Lot Prime is designated for termination, but given a stay of execution after the attack on the Rolgothan capitol by Kolita Jessit; Lot Prime is released to track down Rolgothan terrorists, but soon join the terrorists in acting against the government
- 19.9 ***Star Wars: Doubts Cast***
- 18 Klo'pa'deen is forced out of his Special Operation Division position within the newly-forged Empire
- 15 Lolat Gastun is born on Dominica III
- 14 Javen Valkan enters the Imperial Academy on Carida; Quaid Krayton begins his transport business
- 12 Lolat Gastun enters mandatory schooling on Dominica III; Tathan

- Aldric takes an accounting job in Pri'gorod
- 3.5 Shista Ti'lana escapes from the orphanage on Nar Shaddaa
- 1 Jaren Valkan joins the Rebel Alliance and is assigned to Special Ops
- 0 ***Star Wars: A New Hope*** (Battle of Yavin)
- +0.25 Majority of Danvians, led by the Pentad, leave Known Space for the Unknown Regions; Danvian minority remains in the Empire to actively battle the Imperial war machine; Kal S'Darcis is assigned to Vorash as Rebel cell leader
- +0.5 Jivs Korus joins the Rebel Alliance
- +2 Lanaz Zlauer joins the Rebel Alliance; Jaren Valkan forms Valkan's Rayzurs; Lanaz Zlauer joins Valkan's Rayzurs
- +3 Lolat Gastun graduates from mandatory schooling on Dominica III
- +3.3 ***Star Wars: The Empire Strikes Back*** (Battle of Hoth); Kristara Eri'lur narrowly escapes Hoth
- +3.8 Jivs Korus joins Valkan's Rayzurs
- +4 ***Star Wars: Return of the Jedi*** (Battle of Endor); Jaren Valkan injured while apprehending Imperial spy at Sullust; Battle of Bakura; Pol Danna killed in action on Bakura
- +4.1 First Battle of Ferri'sol; Valkan's Rayzurs become inactive; Jaren Valkan begins assisting Special Operations teams
- +4.25 Moff Arilus Dehrahnn declares himself Warlord of Ferri'sol; Lolat Gastun joins the Alliance of Free Planets upon recruitment by Col. Malchik Raine; Second Battle of Ferri'sol
- +4.5 Sate Pestage loses power; Third and Fourth Battles of Ferri'sol; Jaren Valkan returns from Dintreel
- +5.5 ***Star Wars: Second Strike*** (Liberation of Ferri'sol); Valkan's Rayzurs team members Lanaz Zlauer, Lolat Gastun, Shista Ti'lana, Jivs Korus, and Klo'pa'deen killed in action on Ferri'sol; Tathan Aldric requests a desk job upon return to Coruscant

[Many more events coming in 2004.]

This is real war here, not some damned space opera....



The Emperor is dead, but his legacy lives on. The FlashDeath Project on Ferri'sol is on the verge of creating the ultimate pathogen. When a New Republic Intelligence mission goes bad, alerting the local warlord, Arilus Dehrah, to the project, it is up to Valkan's Rayzurs to carry on the mission to destroy the project and protect the people of the New Republic. They are the second strike.

Join their adventure in the **SECOND STRIKE SOURCEBOOK**, an all-new fan-made sourcebook for the **STAR WARS ROLEPLAYING GAMES** from West End Games and Wizards of the Coast. Coming in 2004!

STAR SECOND STRIKE WARS



**THIS
PREVIEW
FEATURES:**

**d6
system**

- Profiles for major and secondary characters from the audio drama
- Setting guide to Ferri'sol and its surrounding worlds
- Details on the Emperor's FlashDeath bioweapons project
- Historical details on the four Battles of Ferri'sol

- Appendices including characters, settings, and events detailed in **SECOND STRIKE's** sister series, **STAR WARS: ANTHOLOGY**
- Foreword from the storyline creator, Nathan P. Butler
- Statistics for use with both d6 and d20 gaming systems



THE NEW REPUBLIC
5 - 25 YEARS AFTER SW: ANH

SOURCE
BOOK

REA

www.starwarsfanworks.com

Free online to all STAR WARS fans, courtesy of Rayzur's Edge Audio and the Manitoba Star Wars Guild.